Konami® is a registered trademark of Konami Co., Ltd.
Contra Force™ is a trademark of Konami, Inc. Nintendo®, Nintendo Entertainment System® and NES™ are trademarks of Nintendo of America Inc. © 1992 Konami, Inc. All Rights Reserved.
Konami, Inc. 900 Deerfield Parkway Buffalo Grove, IL 60089-4510
Game Counselor Line: (708) 215-5111

EmuMovies

PRINTED IN JAPAN

KONAMI

NES-CR-USA

CONTRA FORCE™

INSTRUCTION MANUAL

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

ADVISORY - READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This warning is not caused by a defect in the NES or NES games, other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THE SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

WELCOME TO THE WORLD OF KONAMI!

Thank you for purchasing Contra Force™ for the Nintendo Entertainment System®. We suggest that you read the following instructions thoroughly before accepting this mission.

TABLE OF CONTENTS

INTRODUCTION 4
HOW TO PLAY 5
CONTROL UNDER PRESSURE 7
THE SCREEN 8
BATTLE PLANS 9
WEAPONS 10
MISSIONS 12
THE FEARSOME FORCE'M 14

SHOWDOWN WITH D.N.M.E.

Neo City, not long ago voted most livable city in the U.S., has fallen into the hands of D.N.M.E., immoral scum whose reign of terror has left no one untouched.

In their most recent caper, D.N.M.E. has kidnapped the city's chief commissioner. His only hope is C-Force, an independent law enforcement group made up of National Special Forces alumni.

But bringing down D.N.M.E. won't be EZ. It'll take cleverness, creativity and calculated risks. But then, they don't call them the C-Force for nothing.

CONTRA FORCE IS THE NAME, STRATEGY IS THE GAME.

Your mission is to assume the role of Commando Burn and his men, Smith, Beans and Iron. Each man is equipped with unique weapons and skills. Fortunately, you can change commandos at any time to match their specialties to the task at hand. Choosing the right man for the job is essential.

In addition, you have a choice of Battle Plans. These allow you to call on another commando to join you when the situation calls for it. But he'll only stick around for a few seconds. So select your Battle Plans wisely.

To defeat D.N.M.E. you must successfully complete five missions. Some of the enemies and objects you blow away will reveal weapons and items critical to achieving each mission's objective. Collect as many as possible because every time you do, a power surge will register in the gauge at the bottom of the screen allowing you to select a more powerful weapon. At the end of each mission you will come face to face with a boss enemy. Conquering it will be your toughest test. Fail, and it's back to the beginning of the mission.

Each commando starts out with three lives. If you lose all three you're done for, but fortunately you can choose to continue. If you do, you'll then be at the beginning of the level you were just in. Select players wisely because each has unique skills that can help you survive longer so the battle can rage on and on.

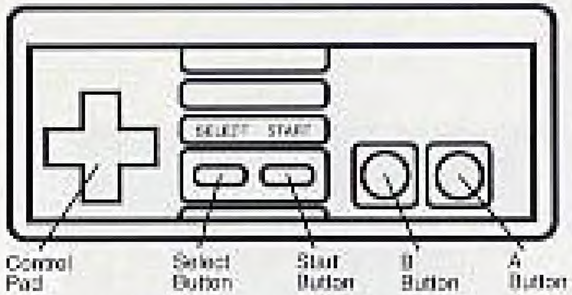
How To Begin Your Confrontation With D.N.M.E.

Insert your Game Pak into the NES™ and turn it on. Press the START BUTTON. The Player Select screen will appear. Choose the commando you wish to control by pressing the CONTROL PAD Up or Down. Choose the 1P character with the 1P controller. In one player mode, you can choose one partner at a time. When playing with two persons, choose the 2P character with the 2P controller. A second player can join in at any time during the game. But the same commando cannot be chosen by both players. In two player mode, partner commandos cannot be chosen. Press the START BUTTON and the action begins. To change commandos or engage a Battle Plan press the START BUTTON to pause the game and go to the Command Select screen. If you want to change commandos, first use the CONTROL PAD to move the 1P cursor to the commando currently being used. Then press the CONTROL PAD Left or Right to change his status to "NO USE". Now move the cursor to the commando of choice and use the CONTROL PAD to select "1 PLAYER" status. Then press the START BUTTON again to resume action.

To engage a Battle Plan, move the 1P cursor to another commando and press the CONTROL PAD Left or Right until the desired Battle Plan appears. Then re-enter the battle by pressing the START BUTTON again. These instructions are the same for the 2P player in the 2 Player mode.

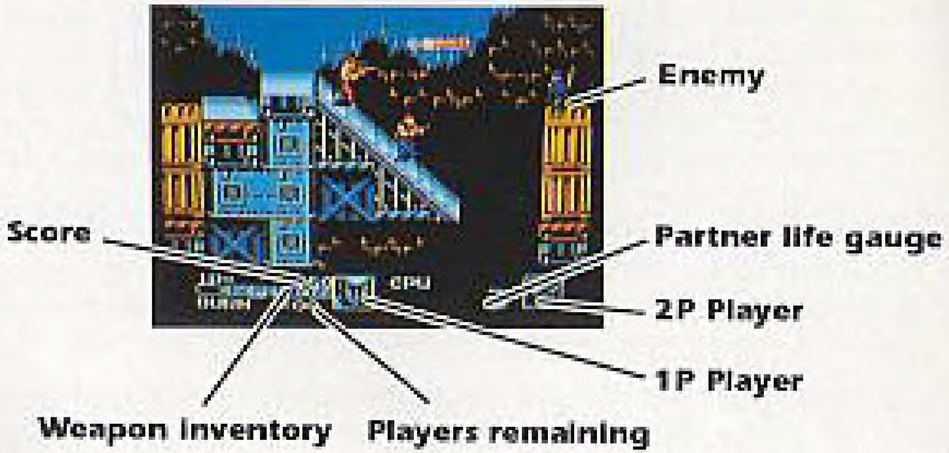
You can also change weapons whenever you want to by pressing the SELECT BUTTON.

CONTROL UNDER PRESSURE



START BUTTON	Press to enter the Player Select and Command Select modes. Press again to return to game play.
SELECT BUTTON	Press to select weapon when you've collected enough weapon power-ups.
CONTROL PAD	Press Up/Down to select commando. Press Right/Left to select Battle Plan. Press for 8-directional control of weapon firing.
A BUTTON	Press to jump. Press with B BUTTON to jump and shoot.
B BUTTON	Press to shoot. Press while holding CONTROL PAD down to crouch and shoot.

THE BATTLE SCENE



YOUR BATTLE PLAN OPTIONS

Front Cover Partner is positioned in front to protect against enemies and traps.

Back Cover Partner is positioned behind to protect your rear and flank against enemies or traps.

Round Cover Partner is positioned at side to cover your periphery against enemies and traps.

Front Keep Partner is positioned in front to fight enemies only.

Back Keep Partner is positioned behind to fight enemies only.

Assist Cover Partner is positioned behind, and shadows every move you make.

YOUR MISSION ARSENAL AND SPECIAL FEATURES

P

Pistol

Standard issue. Short range weapon.

R

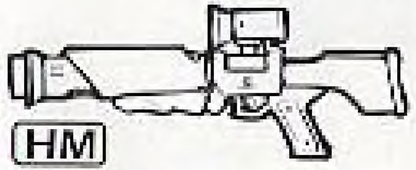
Rifle

Longer range capabilities.

MG

Machine Gun

Consecutive firing capabilities. Range in between pistol and rifle.



HM

Homing Missile

Pursues enemy, even through walls. Doesn't explode until it makes contact.

HG

Hand Grenade

Weapon of choice when enemy is hiding behind obstacle.

TM

Time Mine

Short delay.

B

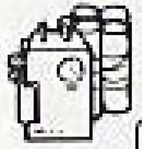
Bazooka

Light, portable armor-piercing shoulder weapon.

FT

Flame Thrower

Short range weapon. Can turn several enemies into toast with one burst.



TB

Time Bomb

Long delay.

TP

Turbo Power

Enables selected weapon to fire three times in a row.

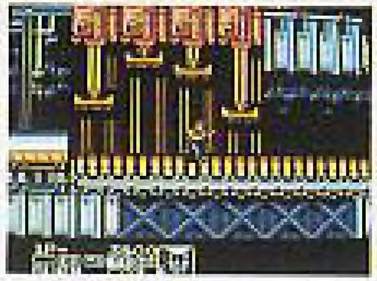
RA

Rolling Attack

Provides special protection while jumping.

MISSIONS TO ACCOMPLISH

Mission 1 - The Dewerdye Warehouse



The phone rings at C-Force Headquarters. It's Fox, former colleague and all around sly guy. Seems the chief is caught in a trap at an abandoned warehouse somewhere on the warf. Your mission is to trek down to the warehouse swarming with traps in an attempt to take the terrorists.

Mission 2 - The U.S.S. Unkmy Battleship

If you've made it this far, congratulations, but the battle's just begun. D.N.M.E. has escaped and boarded a boat outside the building. So grab your weapons and your sea legs. But don't go overboard, cause there's one thing you need more than defeated D.N.M.E. information.

Mission 3 - The Sheeshee Towers Construction Site

D.N.M.E. may be dumb, but they're not stupid. They're holdup in a high-rise that's under construction and the building's got more traps than a construction crew's got lunch boxes. If you expect to make it through this mission, you'd better leave your vertigo behind.

Mission 4 - The Thunder Wolf Helicopter

Think you got the best of D.N.M.E.? Better not start beaming yet, because there's a bomb in the basement and the building is about to go up in smoke. Your only hope is to head for the helicopter on the roof. If you can take control of the copter you better high-tail it back to headquarters.

Mission 5 - C-Force Headquarters

You're back at headquarters. Unfortunately, you're not farther ahead. The chief's still missing and you've got a press conference in half an hour. Suddenly the silence is shattered along with your windows, and D.N.M.E. is on you like a swarm of bees. The good news is, you've got the home field advantage. The bad news is, you're outnumbered 10 to 1.

THE FEARSOME FORCE'M

Burn

His arsenal includes a pistol, machine gun, or a hand grenade. When it comes to jumping, no one can hold a candle to Burn.

Smith

Deadeye with pistol, rifle and homing missile. HINT: If you want to use the rolling attack along with the homing missile, you must select the homing missile first.

Iron

Armed with pistol, flame thrower or bazooka. Speed and jumping ability are poor. But shows plenty of metal when attacking.

Beans

His bag of tricks include a pistol, time bomb and time mine. Fastest of the four. When it comes to jumping, Beans is only second to Burn.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or disassemble the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

S.E. 20133